

DIANE KOEU

Character designer/Concept Artist

CONTACT:

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<https://www.artstation.com/dianek>

Work Experience

November 2017 - June 2018

3D/2D Artist - Sorbonne Université (Paris)

Created serious games.

- Graphic charters
- Chara design
- UI

February 2017 - April 2017

2D artist - Funkadelichik (Paris)

Illustration internship

Project: Quizz game

- Environment
- Props
- Chara design (animals)

June 2015 - December 2015

2D Artist - Studio Ooblada (Paris)

Illustration internship, project: "Treasure Madness"

Created illustrations:

- Created game assets (collectables)
- Promotional pictures (Facebook banners, etc...)

Education

September 2013 - July 2018

Master's degree in Game Art - ISART Digital (Paris)

Objectives: learn 2D and 3D software, develop your creativity, mature the teamplay spirit by working with different trades. Create video games from 2D concept to 3D production and the integration in game engine.

September 2012 - July 2013

Refresher course in graphic design - Itecom (Paris)

Multimedia and applied arts. Basic knowledge on 2D software, bases of observational drawing

June 2010 - July 2012

Culinary arts and hotel management - CEFAA Villepinte

Economy and management, professional training, culinary art, catering and hosting

September 2006 - July 2009

High School Diploma (Literary option) - Lycée l'Espérance

Villepinte (FRANCE)

SOFTWARE

Illustrator
Photoshop
InDesign
Flash
Maya
3DSmax
Unity
Substance painter
Zbrush

SKILLS

2D illustration
Environment Design
Character Design
3D Model
Texturing
Rigging
Skinning
Animation 3D

LANGUAGES

French (Native Speaker)
English (TOEIC score: 930)
Korean (Basic knowledge)
Italian (Beginner)

INTERESTS

Reading (crime novels)
Video games
(rts, moba, simulation)
Korean Culture